
Subject: Preset Changes Don't Work In .mix Conversion
Posted by [JRPereira](#) on Thu, 12 Jun 2003 01:14:00 GMT
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from what I'm hearing, the MLRS turret is already set up in the existing w3d - you just need to change the rotation angle for the turret to something other than 0 (try changing it to be the same as the medium tank).
